Dzmitry Navak
Minsk, Belarus
Phone: +375447113381, Email: navakdzmitry@gmail.com, Skype: novakda86

Education

Belarusian State University, Physics Faculty   Sep 2004 - June 2009

Summary
Have about 7 years of software development experience, mostly as iOS developer. Started with C for programming ARM microcontrollers and C++/C# coding for physical processes simulation.
Spent several years as freelancer working on ecommerce solutions for Russian market using PHP as backend developer and CSS/js as front-end.
In 2011 joined Burstly iOS team and started way in mobile development. Love it because in mobile relatively small team has the possibility to build world-class products.

Technical Skills

 Languages: Proficient with Objective-C and Swift. Also had experience with: PHP, JavaScript, SQL, HTML, C/C, Bash, JAVA, Python
 Databases: MySQL, SQLite, Realm (Android), SQL Server
 Development Software: Xcode, Android Studio, Visual Studio, Git/SVN
 Application / Web Servers: Apache
 Cloud services: Amazon AWS (EC2, S3), MS Azure, Quickblox

Additional

Languages: English - intermediate, Russian - native
Interests: Orienteering, running, adventure races as competitor, cycling as fan, travelling, education

Key mobile projects

Color Therapy. Sep 2016 - Current

Description: Mobile coloring app with embedded social network for coloring fans**.**

Environment: Swift, Objective-C, C, Team City CI, Core Data, SnapKit

Team: 4 iOS, 1 backend and 1 frontend devs, 2 manual QA.

Role: Technical Lead. My key responsibilities are organizing communication between technical team and product owner, hiring new team members, release planning, discussions for most important technical decisions, setting up development and testing workflow.
https://itunes.apple.com/us/app/color-therapy-adult-coloring-book-for-adults/id1031002863

Classpass iOS app (classpass.com) Jan 2015 - Aug 2016

Description: Classpass is a fast growing service which provides access to booking sport activities in different Cities. Main idea it to sell one plan which gives access (with some limitations) to any partner gym, yoga studio etc. Started from NY it now works in more than 50 cities in US, Uk and Australia.

Environment: Swift, Objective-C, Circle CI, Quick/Kiwi, SnapKit, Mantle, Mixpanel

Role: iOS developer. Discussing and implementing improvements for maps, content filtering and new features like ratings, A/B testing app features. Working on code refactoring to make it less coupled and more reusable. Implementing unit tests. Code reviews. Moving app from Obj-c to Swift.

2014-2015 Musicfeed

Description: Social music app which collect and organize your and your friends music tracks from youtube, spotify, soundcloud.
Environment: Objective-C, Team City CI, Core Data
Team: 3 iOS and 1 backend devs.

Role: Technical Lead, iOS developer. My key responsibilities were to find best approach to finish initial app prototype and prepare it to release, organize team and review code of other developers.
https://itunes.apple.com/us/app/musicfeed-discover-new-music/id953895783

Sport.com & Yoga.com iOS apps Jan 2014 - Oct 2014

Mainly worked with their yoga app (https://itunes.apple.com/us/app/id653453499?mt=8). Also with fitness and heartrate apps (see links on sport.com).

Description: Fitness apps with social functions.

Environment: Objective-C, RestKit, Cocoapods

Role: iOS developer. Implementing first version of native social module with local data storage "Fit&Share" (something like instagram for fitness). Module was fully customizable using css-like syntax files for simple integration in the different apps. This module was released as separate app later - https://itunes.apple.com/US/app/id977991432?mt=8 (not by me)
Working on yoga app updates, ios7 redesign with UI based on serverside configs for A/B testing support. Working on other common modules for all apps, preparing heartrate app for release.

2014 Meetingmatch

Description: Business social app which help attendees of large event to find interesting contacts before entering event and schedule useful meetings.

Environment: Android, Jenkins, Python

Team: 4 Android, 1 backend devs.

Role: Technical Lead. My key responsibility was to integrate our Android team as part of existing team for US based startup and port their iOS app to android to meet tight deadline before large event.
https://play.google.com/store/apps/details?id=com.meetingmatch

Burstly SkyrocketApp iOS SDK Mar 2011 - Jan 2014

Product was closed after aquired by apple:
(http://appleinsider.com/articles/14/03/13/apple-acquired-burstly-may-be-closing-down-skyrocket-app-monetiz ation-service-)

Description: skyrocketapp was a SDK for mobile app developers, monetization instrument which integrates most of mobile Ad-networks (has own Ad-network too) and solutions in one customizable and ready to use instrument. It was used by most of "big names" in mobile game-dev as Rovio, EA, Zynga, Disney

Environment: Objective-C, Team City, GHUnit, UIAutomation, js

Role: remote iOS developer. Communication with team, planning of product improvements. Implementing TDD using TeamCity as continuous integration server for iOS and Android. Working on refactoring of SDK core, integrate new partners networks, implementing new JS-driven MRAID Ad's. Working with most important clients as remote engineer to help solve their problems with any Ads integrations.